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MAY 1992
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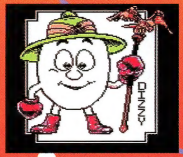

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Game Players Nintendo Guide

MAY 1992

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EDITOR'S NOTES

Sega of America got the jump on Nintendo when it introduced the Genesis 16-bit system more than two years before Nintendo's Super Nintendo. And it appears that Sega will do the same with its new Mega CD-ROM compact disc add-on for the Genesis. That machine is scheduled for release this summer — six months to a year before Nintendo unveils its CD-ROM attachment for the SNES. Despite that, it sounds like Nintendo's CD-ROM unit will be worth the wait.

You've probably read or heard that CD-ROM (**C**ompact **D**isc-**R**ead **O**nly **M**emory) game systems will offer even more in stereo sound effects and music and much deeper game environments than current 16-bit carts. For example, a single CD-ROM — with over 500 megabytes of storage space — could hold *every Super NES game yet published* and still have room for the contents of a set of encyclopedias.

Even though we all have to wait a while for the SNES CD-ROM unit, Nintendo is already talking about some of its specs. The unit itself will weigh just under 2 1/2 pounds and will contain eight megabits of RAM (**R**andom **A**ccess **M**emory) and two megabits of ROM (**R**ead **O**nly **M**emory). The CD unit will be compatible with what's called XA (for e**X**tended **A**rchitecture) bridge technology that will make the games compatible with Philips' CD-I (**C**ompact **D**isc-**I**nteractive) CD format.

The size — or "footprint" — of Nintendo's CD-ROM will be similar to the Super NES itself, and the unit will sit underneath the SNES console.

Although Nintendo is keeping quiet about the games it's planning for the CD-ROM, we've heard that Virgin Games is already working on a new adventure, *Guest*, that's set in a haunted house, and The Software Toolworks is developing the Nintendo CD-ROM version of Origin's ground-breaking PC action space adventure, *Wing Commander*. A good number of the initial CD-ROM games for SNES will be translations of top computer game titles.

You'll find more on CD-ROM in "Hot Shots" this issue, and look for a larger article in next month's *Nintendo Guide*.

Leslie Mizell
Associate Editor

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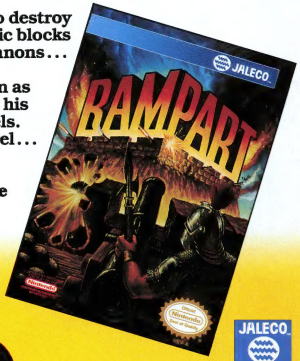

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MAILBAG

Ninja Gaiden II: The Dark Sword of Chaos

I'm having trouble in *Ninja Gaiden II*. Can you give me a few tips on how I can beat the third boss, Funky Dynamite?

Jeremy
Fort Hood, TX

Use the art of the Firewheel. You also need to use your shadows — jump off the platform while leaving a shadow in the air to help you.

More Classics!

I was amazed that you brought back one of the classics in Nintendo (*The Legend of Zelda*, Vol. 5, No. 1). No other videogame mazagine would do that. Your magazine is a great one, and the editors are doing great. I'm hoping that another Nintendo classic, *Ice Climber*, will be featured in an upcoming edition, and I'd like to see *Ghosts 'n Goblins* featured the same way you did *Super Ghouls 'n Ghosts*.

Daryl
Frederick, MD

Hey! We're glad you approve, and we're definitely planning to cover more classic games in the future.

Dragon Warrior II

I know that the dog in Hamlin is Princess Moonbroke, but how do I make her human again? I've tried saving the game, purchasing "uncurse" at the Healing House, but nothing works. Help!!

Bill
Finnville, MI

You need to show her her true "reflection." Look for a special mirror.

Deja Vu

Can you please tell me where Dr. Brody's office is in *Deja Vu*? And please help me find the Sternwood's mansion.

Brandon
Wattsburg, PA

Getting to Dr. Brody's is easy — just take a taxi! You'll find his address on a bill of sale in the secretary's desk drawer. Once you've gotten his address, take the taxi at the end of Peoria Street (Dr. Brody's address should appear in the "address" window).

To find the Sternwood mansion, go right to the source. Slip Mrs. Sternwood, the woman in the trunk, some pentathol capsules, and she'll mumble her address. Once again, you can use the taxi for transportation.

StarTropics

I have found the tombstone in *StarTropics* that leads to the underground rooms, but I can't seem to find the lever or whatever that drains the pond in the Ghost Village.

Wesley
Holly Hill, FL

To drain the pond, you must get all the way to the end of the Ghost Village. After you defeat Maxie, the giant invisible ghost that guards the end of the tunnels, go one room left and one room up until you reach a room with a large skull and one switch on the wall. Jump on the switch three times, and the lake will drain.

Uninvited

We've tried everything in our inventory to kill Dracan in *Uninvited*, but we can't get past him. And in your November 1991 issue (Vol.4, No. 11), you said you could reach the secret passage in the bathroom

Wipe the smile off this face!

(And maybe a few of your friends, too!)

1991 Game Boy Game of the Year
Game Player's Magazine
1991 Strategy Game of the Year
GamePro Magazine
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Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning — in first-person perspective, with 3D graphics and 360° maneuvering!

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by turning on both faucets. But when we tried it, the water just kept going down the drain. Is there something else we need to block the drain?

Steve and Connie
Calgary, Alberta Canada

To get rid of Dracan, you actually need to move him into the hole in the rear of the cavern.

And to find the secret passage in the bathroom, try turning on the water in the sink and *the tub.*

Whomp 'Em

I have the game *Whomp 'Em* and can beat all the tests and make it to the mountain, but I can't pass the part of the game where there's a wall blocking your way. What do I do now, and how do I beat the final boss?

Jim
Dorn, MI

After you beat the seven levels, you should have received the dragon's head and gained enterance into the mountain. The dragon's head is the only weapon you can use on the final boss.

Wolverine

I recently got *Wolverine*, and it seems as if Sabretooth is invincible. How do you defeat him?

Ronal
Danville, CA

Sabertooth is indeed a tough foe. The secret to defeating him is in the method you use. Instead of trying to kill him by inflicting injury, try knocking him off the cliff. It's not easy — but it's the only way we were able to destroy him.

Final Fantasy II

Help! How do I defeat Asura, the Queen of the Summoned Monsters in the Super Nintendo game *Final Fantasy II*? I have in my party: Cecil, level 48; Kain, level 47; Edge, level 47; Rosa, level 46, and Rydia, level 44. I've defeated the Giant of Bab-Il and made a quick trip to the Lunar Core, but can't get past Asura!

Michael
Cecilia, KY

Have Rose cast the Wall spell on Asura. When Asura casts a Heal spell on herself, it bounces off the wall and heals your party instead.

Super Mario World

I know the number of coins collected or the time in which I finish Chocolate Island 2 in *Super Mario World* for the Super NES can change my progress. How do I do this?

Justin
Georgetown, Ontario Canada

If you complete Area 2 with 250 seconds or more remaining on the timer, you reach a key that sends you off in a new direction.

GP

We Like Hearing From You

Do you have any questions about your favorite video-games? Do you have hints or tips you'd like to share with your other *Game Player's* pals? If so, write to us at:

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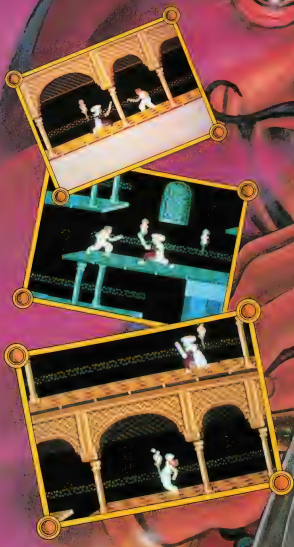

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HOT SHOTS!

NEWS • PREVIEWS • EVENTS • BESTSELLERS

CD-ROM: WHEN — AND HOW MUCH?... Rumors have been flying for months about when Nintendo and Sega will launch CD-ROM game systems. Sega officials say that the new Mega CD system for Genesis will be shown during the Summer Consumer Electronics Show (more on CES below), and that the systems will be available during a rollout this summer and fall. There's no suggested retail price yet, but the Japanese version has been selling for the equivalent of about $350 since its debut last fall. Look for the price tag to be lower than that in the U.S.

But what will be the price of Nintendo's CD-ROM system? Plenty of people are skeptical of the $199 price that's been unofficially quoted. And don't be surprised if Nintendo of America waits to introduce the unit until 1993. There's a lot of debate going on at Sega *and* Nintendo about just how successful a CD-ROM unit can be in the U.S. right now. Gamers are interested in 16-bit carts *right now*, and the only other CD-ROM videogame system, NEC's TurboGrafx-16, hasn't blown the doors off in sales.

On that note, the newly formed Turbo Technologies — made up of NEC and Hudson Soft — is now moving full speed to improve the game software for the TurboGrafx-16, make CD-ROM titles even better, and bring the new PC DUO CD-ROM and cartridge system to market.

In a related story, Atari reports that the initial response has been excellent to the permanant lower price ($129.99) of the portable Lynx. Look for 50 game titles out by mid-year, and a total of around 70 by the end of 1992.

WATCH THIS SPOT... Spot, the energetic little 7-Up spokes-dot, becomes the star of his own Super NES game this spring. The SNES *Spot* is a completely different game than the NES and Game Boy versions, also released by Virgin Games. Also look for Virgin's SNES adventure, *Fables & Fiends*, and the 8-bit NES version of *Prince of Persia* to hit store shelves in the near future.

Fables & Fiends for Super NES

Spot II for Super NES

CONSUMER ELECTRONICS SHOW OPENS TO CONSUMERS... Start saving your money! For the first time in its history, the Summer Consumer Electronics Show (CES) will open its doors to consumers.

The semiannual trade show is where major developers of all computer and videogames show off their new and upcoming products. All kinds of electronics products — from high-definition TV to the latest stereo speakers — are also displayed during CES.

Normally open only to retailers, dealers, and the press, this year's Summer CES at the McCormick Center in Chicago will be open to the public on two days — Saturday and Sunday, May 30-31 — of its four-day run. Consumer tickets cost $8 in advance or $10 at the door.

STREET FIGHTER II CONTROLLER... The excitement continues to build for *Street Fighter II*, Capcom's Super NES blockbuster and our cover story this month. With its release scheduled for July, Capcom is adding fuel to the fire of gamers anxious to get their hands on this great action-adventure.

As *Street Fighter II* goes on sale, Capcom will simultaneously release its new Competition Joystick, designed for use with *Street Fighter II* and other top action games. The joystick features six action buttons, an 8-way joystick control, and three rapid-fire turbo buttons. There will also be a remote-controlled cordless version available. The controller will work with the NES and Super NES.

AMERICAN GLADIATORS GO 16-BIT... Fighting fans of the syndicated TV show (and NES game) *American Gladiators* can look for a Super Nintendo version of the game later this spring. Pleased with the popularity of the 8-bit game, GameTek is moving the popular title to Amiga and PC computers as well as SNES.

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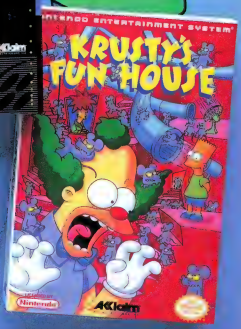
"TRAP MASTER" BART SICKS IT TO THE RAMPANT RODENTS

LEAD THE SAW-TOOTH VERMIN TO BE KRUSTERIZED

IT'S CHAOS IN KRUSTYLAND — RATS HAVE INVADED THE FUN HOUSE!



Hey, kids! Help out your old pal Krusty the Clown! Rats have invaded my official Krusty's Fun House! The little vermin are everywhere! I need you to lead the filthy rodents to traps guarded by my loyal cadets, Bart & Homer Simpson, Sideshow Mel, and Corporal Punishment. Then we blow 'em up! We laser-blast 'em. We Krusterize the little stinkers!! Hoo boy! Making Krusty's Fun House vermin-free is not a pretty task, kiddy cadets-but someone's gotta' do it!

Acclaim

FLYING EDGE

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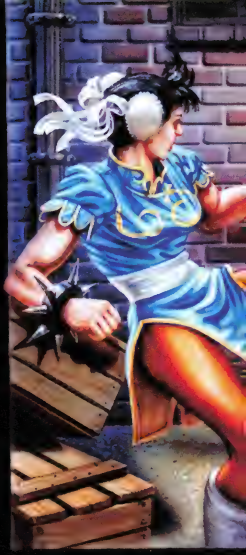


Back Alley Slugfest: STREET FIGHTER II

The home version of the world's most popular arcade game is finally here! Capcom has managed to cram Ryu, Zangief, Guile, and all of your other favorite street fighters into one *huge* SNES cartridge! Believe it or not, *Street Fighter II* has *all* the features of the coin-op smash, including the number of countries to which you can travel, and the tons of attacks you can master.

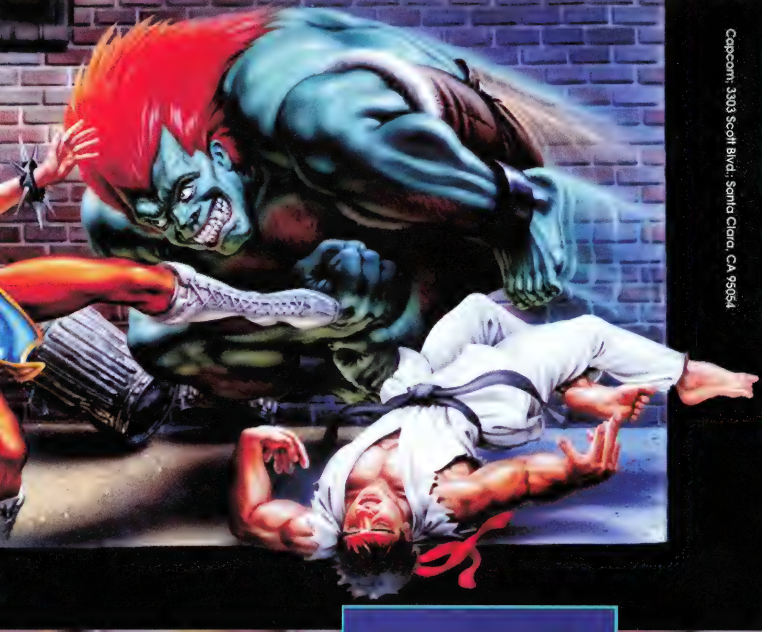
For those of you who haven't played *Street Fighter II* in arcades, here's the lowdown on what all the buzz is about. First you choose your character from eight unique fighters, ranging from a Japanese sumo wrestler to a Las Vegas boxer. Next, you compete in a worldwide tournament, traveling to distant lands and challenging champion fighters. Each character has an unbelievable number of attacks that only they know, and to defeat each fighter, you need well-devised strategies.

Arcade fans won't miss a single thing in the SNES version. Really! Everything's here — from the beautiful backgrounds to each deadly attack. And those of you who haven't played *Street Fighter II* won't know how much fun you've missed until you try it out for yourself.

We don't give praise lightly, and *Street Fighter II* is not only a really great game — it's also one of the best arcade translations ever.

Chris Slate

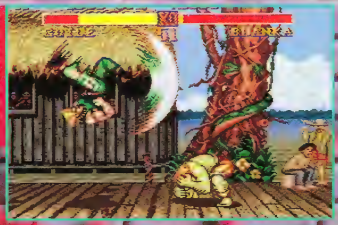
Capcom: 3303 Scott Blvd.; Santa Clara, CA 95054

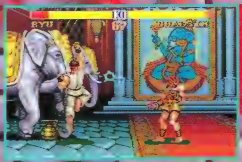


Compare these screens with the arcade version. There's no difference at all!

Unlike the coin-op version, the **SNES STREET FIGHTER II** has an Options screen that allows you to change certain parameters of the game. You can set your own difficulty level or even change the controller configuration.

When Guile demonstrates his patented Somersault Kick, Blanka makes sure to stay out of his way!





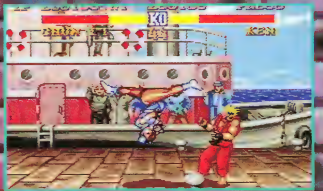
Ryu's Shen Long attack is a super weapon against any opponent! Wait for enemies to come to you; when they get within reach, let them have it!

Dhalsim's long reach makes him one of world's most dangerous fighters. When you go up against him, take the fight in close or else he pounds you from across the screen.

Duck in and out of E. Honda's range as quickly as you can. If you stay too close for a second too long, he nails you with his Lightning Fist attack. It can be blocked, but it still hurts.

Guile's best weapon is his Sonic Boom. He can quickly whip one after another at you if you give him too much room. When he does this, jump in close to him. If you're Ken or Ryu, use the Hurricane Kick to leap over his shots and take the fight to him.

Ryu and Ken can both throw fireballs, which work best when you have a lot of space between you and your opponent. Be careful not to miss — you're defenseless for a moment after you attack.



Chun Li's Cyclone Kick can be devastating if you get caught in its full range. However, you can easily duck it if you see it coming in time — so keep your eyes peeled.

All the other warriors have nightmares about Zangief's Screwdriver maneuver. If he manages to catch you in it, then you might as well go ahead and try again in the second round.

STREET FIGHTER II

You can't forget about Chun Li's Wind Kick either. The best way to beat her is simply wait for her to leap into the air, then throw roundhouse kicks before she lands.

Although Dhalsim's fireball is quite deadly, he can't throw it very far. Step out of its range to avoid getting scorched, but don't stay away for too long or he strikes at you with his super-long reach!

E. Honda's Sumo Torpedo can put a large dent in your tournament hopes. When you see it coming, either jump out of the way or counterattack, possibly with Ken or Ryu's fireball.

Blanka's Head Bite isn't pretty, but it gets his point across. If he puts it on you, the match is soon over — unless you can quickly shake him off.

One of Blanka's best weapons is his Shock Therapy attack. Here's a not-so-subtle hint: If he's crouched over and discharging electricity, don't go near him.

Not only is Guile a great distance fighter, but he's got some power-house moves for close-quarters combat, too! His Back Drop is a particularly nasty move, so try not to grapple with him unless you're Zangief or Blanka.

Balrog is your toughest challenge so far. Since his Uppercut and Backhand attacks can crush you, try to attack from as far away as possible. Ken or Ryu's fireball sometimes proves very effective against him.

If you make it to Vega, then you've really accomplished something! Unfortunately, your journey will probably end here. Make an effort, though — try hitting him just as he's standing up.

Reaching Dizzy Heights

NES
Camerica

Camerica: 3415 14th Avenue; Markham, Ontario, Canada L3H 0H3

The Number 1 videogame hero of the United Kingdom has finally landed on North American soil. Unofficially, he's known as the Mario of Europe and one shell of a guy — he's Dizzy, the adventurous egg.

The Fantastic Adventures of Dizzy, an award-winning Nintendo-compatible cartridge, boasts egg-ceptional cartoonlike graphics, egg-cellent game play, and eggs-traordinary puzzles that will keep you busy for hours on end. It may be a little harder to find on store shelves (many dealers don't carry non-licensed NES games), but it's well worth the egg hunt.

Dizzy's adventures take you across the land of Zakeria. A once peaceful kingdom, Zakeria's now controlled by the evil wizard Zaks. Dizzy must find his friends, save his girlfriend Daisy, *and* collect a potion to heal the leader of the Yolkfolk, Grand Dizzy. Whew! It's a big egg-venture!

Good magician Theodore assists you in solving some of the harder puzzles. He won't give the whole game away, but he's got some great clues.

Vince Matthews

Q: Where are the keys for the treehouse elevators and Yolkfolk huts?

A: Most of the keys are in the Yolkfolk treehouse — look inside huts or behind foliage. The only two keys not near the treehouse are Dozy's door key and Grand Dizzy's elevator key. Dozy's door key is in a tunnel between Castle and Dock Streets and Grand Dizzy's elevator key is just inside the mine entrance.

Grand Dizzy's elevator key

Dozy's door key

the recipe

Q: How do I heal Grand Dizzy? And where are all the ingredients for the potion?

A: To make the potion to heal Grand dizzy, collect the three ingredients and mix them in his cooking pot. First, look for the recipe at the bottom of the mine. Then grab the components: The starplant is to the right of the elevator in some foliage at the base of the treehouse; the mushroom is near the beach after you pass the volcano, and the bottle is just beyond Armourog near Crystal Falls.

the starplant

the mushroom

the bottle

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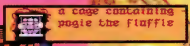
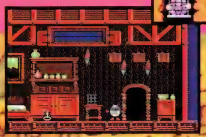
Q: What's the Pogie for and how do I catch him?

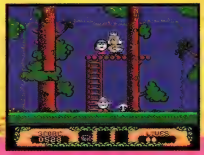
A: Pogie the Fluffle is Daisy's pet. Since Dylan lost Pogie, you should capture him with the cage you found in Daisy's hut, then return him to Dylan. He, in turn, gives you a cow you can trade to the shopkeeper.



a captured Pogie!



the cage in Daisy's hut



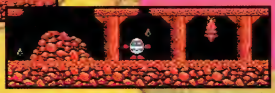
the Prince and his beloved frog, Dora

Q: What does Prince Clumsy do? And where is Dora?

A: Look for Dora inside her hut — she's been turned into a frog! Give her to Prince Clumsy and he gives you a crossbow.

Q: I found an umbrella on Castle Street. What do I do with it?

A: The umbrella protects you from acid drops in the mine, the tunnels, and other places.



acid rain

Q: How do I make the mine elevators work?

A: There are four chests just inside the mine that have diamonds cut on their sides. Make all the diamonds flash at once, and the elevators will work.

make the diamonds flash

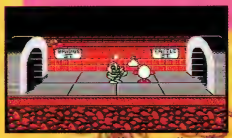
The plunger won't blast...

Q: How do I pass the rock pile in the mine? I keep trying to push the plunger, but nothing happens.

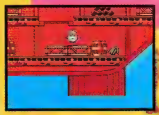
A: You need dynamite. Search the bottom right of the pirate ship for an explosive supply.

Q: How do I pass the tunnel guard?

A: Bribe him with the bag of gold coins you found by the mine.



grease the guard's palm



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GAMES

GOT IT? GET IT. PLAY IT. THAT'S IT. I'M OUT OF HERE.

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Q: How do I get rid of the pirate?

A: Give him the barrel of rum you found on Bridge Street's bridge.

The aqualung

Q: How do I get the aqualung? I drown every time I try to reach it.

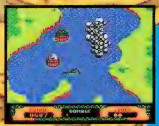
A: You can reach the aqualung via the Bubblegame. Once you're on Blackheart's ship, go all the way across the top deck to the ship's plank. The pirate appears and pushes you into the Bubblegame.

toe-to-egg with the pirate

Q: Don't I need some flippers to swim?

A: Yes. Thaw out Denzil and he gives you a pair of flippers. (To defrost Denzil, use the dry match you found in the mine and the dry straw you found in Grand Dizzy's hut.)

getting the cold shoulder from Denzil



Stay away from the troll while you're on the river.

Q: I can't reach the pickaxe at the Crystal Falls. Do I need it?

A: You need *everything* you find at one point or another — even the pickaxe, which breaks up rock on the sea bed. Complete the river subgame, then you can reach the pickaxe.

Finish the river subgame, then get the pickaxe.

Dizzy, an egg above men.

Q: How will I know if I've gotten everything I need?

A: There are 100 stars scattered throughout the game. If you've found every star, you've basically covered Zakeria. If you get stuck, look for clues in the game or instruction manual.

Eat food only when you absolutely need it. It shouldn't be wasted — you never know when you might travel through the same area again.

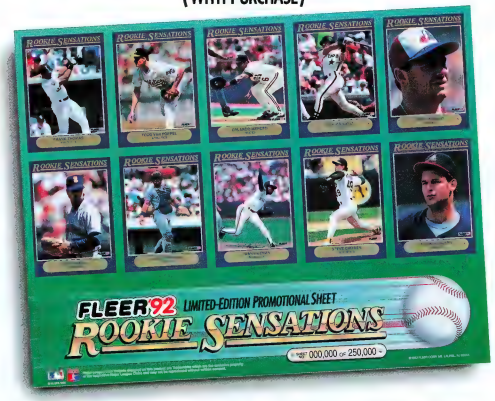
Because you can carry only three items at a time, drop things you need near the places you'll need them.

Q: What else do I need to know?

Don't give up! Remember that the solutions to most puzzles are located nearby.

FREE

(WITH PURCHASE)



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DOUBLE DRAGON II

The Lee Brothers Are Back!

Since its humble beginnings years ago as an arcade game, *Double Dragon* has continued to spin off into the videogame industry. The score so far: three arcade games, three NES games, a Sega Master system game and two Game Boy adventures. And it seems that every new game brought new changes and improvements — until now.

In *Double Dragon II*, Billy and Jimmy Lee are once again forced to hack a path of violence through countless martial arts warriors on their journey to reach the ultimate boss. This time around, however, it's not Billy Lee's girlfriend they're after — instead, they must clear their name of a murder charge. A member of the Scorpion dojo has done such a good job framing the brothers that even Gordon, their instructor, doesn't believe they're innocent.

Chris Slate

But original plot aside, this version of *Double Dragon* falls short of its predecessors in many ways. First and foremost, it's just too easy. You can expect to finish the game in just a few hours. Also, you don't have as many combat moves as usual — not even the famous "hair pull kick" that has been a trademark for all the *Double Dragon* games.

All in all, this game does have some redeeming qualities, simply for its basic *Double Dragon* structure. The fact that you can play a two-player mode also helps. As a combat game it does fairly well, but as a *Double Dragon* game, it falls a little short.

The Deadly Dragon Arts

Front Kick

The front kick is a basic move, but it's still very effective because it has a longer reach than your other moves. It packs quite a punch as well.

High Kick

After you successfully deal out two front kicks, you automatically attempt a high kick. It's much more powerful and instantly knocks your opponent to the ground.

Flying Knee-Drop

After an enemy has been knocked to the ground, you can dive into him and add a little extra punishment. Although the move itself isn't very powerful, enemies can't defend against it.

Holding Punch

After grabbing an enemy, you can deliver a quick series of punches. They aren't any more powerful than normal punches, but as long as you're holding your enemy, he can't back away.

Aerial Uppercut

Although this is a devastating maneuver, it's also the trickiest to pull off. You must move in very close to your opponent to complete it.

Holding Throw

In hairy situations it's sometimes best to throw finesse out the window and toss around your enemy. The main advantage to this move is that it automatically knocks down your opponent.

Punch

The grandfather of all combat moves, the punch doesn't offer anything new or flashy. Although it's faster than the kick, it has a much shorter range.

Level 1

This first batch of enemies is no threat whatsoever. Use them to practice your combat tactics. You should be in top form for the battles that lie ahead.

Some enemies are armed with baseball bats. You should attack those enemies as soon as you see them, leaving any other opponents for later.

The boss of the first level is a huge boxer. Stand just below him and let him to come to you. When he's close, hit him with two front kicks and a high kick. Once he's on the ground, dive into him with a knee-drop. Continue this pattern to end the fight quickly.

While walking through level 1, you'll notice there's a kind of evolution in the bad guys. At first, enemies can only punch. The ones that follow them can punch and kick, and so on. You must constantly adapt your strategies to their changing tactics.

A map screen is periodically displayed during the game. Its only real purpose is to let you know how close you are to the enemy headquarters.

STREET FIGHTING on RIVAL TURF™

Super NES — **Jaleco**

Chris Slate

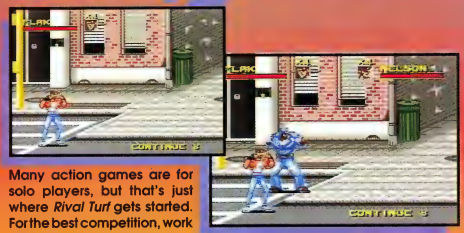
A gang of thugs calling themselves the Street Kings have a stranglehold over your city. Led by the notorious Big Al, the Street Kings are bad news for anyone unfortunate enough to cross their path. Fight expert Jack Flak and policeman "Oozie" Nelson are the only two people who have survived encounters with the gang — and neither is anxious to repeat the experience. But when Jack's girlfriend is kidnapped, the pair takes to the streets again.

Rival Turf plays a lot like Capcom's Final Fight, but there's one major exception: Rival Turf has the two-player mode Final Fight sorely lacked. There's also a "versus" mode in which you and a friend can battle it out to see who's the best. With 18 different areas of combat and a ton of attacks to master, you won't leave Rival Turf any time soon.

While it won't win any awards for originality, Rival Turf is better developed than most kick-and-kill games. There's a lot of variety in scenery, enemies, and attack maneuvers. And if you enjoyed Final Fight but were disappointed with its one-player-only action, you should definitely give Rival Turf a look. Jack and Oozie need all the help they can get in this 16-bit warfare.

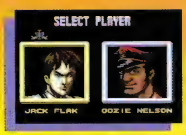
Jaleco; 310 Era Drive; Northbrook, IL 60062

GAME MODES



Many action games are for solo players, but that's just where *Rival Turf* gets started. For the best competition, work with a friend to wipe out Big Al and his cohorts.

And if the two-player mode isn't enough, try the "versus" matchup and battle a friend for the title "best street brawler."



No matter what mode you play, you can choose to be either Jack Flak or "Oozie" Nelson. While Jack can strike much faster, Oozie is by far the strongest.

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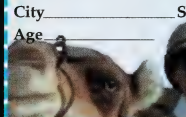

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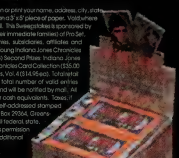

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Jumping Jack Flak

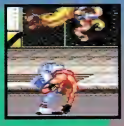
While the *Punch* may not look as fancy as the other moves, several of them in a row can do a lot of damage.

It's tough to lure someone into the *Standing Jump Kick*, but it's well worth the wait — *if* you can pull it off. It's a good move to use if you're cornered.

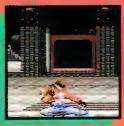
The *Flying Kick* works well against opponents who like to grapple. Use it to hit an enemy quickly, then get out of his way before he slams you.

If you grab someone from behind, you can pull off a *Back Drop*. This is a very effective maneuver with an added bonus — any additional enemies who get in its path also get hurt.

After grabbing an enemy from the front, Jack can attack with several *Knee Kicks*. Try mixing a couple of these with the Grab & Flip maneuver.



Not only does the *Grab & Flip* move hurt your opponent, but it also clears out anyone who gets in your way! It's a great move to use if you need a little elbow room.



The *Sweep Hurricane*, Jack's special attack, automatically knocks down any enemy that's standing near you. The down side of this move is that every time you use it, your score is decreased by five enemies, and you can't use it again until you've beaten five more.

The *Sliding Kick* doesn't do much damage, but it's usually pretty easy to pull off. This attack works well if you're playing in "angry" mode.

"Oozie" and Harried

Oozie does a *Jump Punch* if you jump straight up and attack. Just like Jack's Jump Kick, it's hard to maneuver, but it works great if you connect.

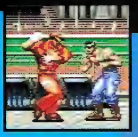
If Oozie is overrun with enemies, he can jump straight at them and *Body Slam* several at a time.

Once again, a simple *Punch* may not look like much, but Oozie's punch carries a bit more weight behind it than Jack's.

The *Pile Driver* is one of the best attacks in the game. Oozie simply throws an enemy into the air, then slams him back down to the ground. Ouch!

If you sneak up behind an enemy you can use Oozie's version of the *Grab & Flip* attack.

If you grab an opponent from the front you can *Kick* him. It's a simple move, but it's worth using if you combine it with other attacks.



Oozie's *Ax Bomber* is a good way to knock somebody down *fast*. Oozie dashes up to an enemy and whacks him with his forearm.

Oozie's special attack is the *Storm Bomber*. Like Jack's Sweep Attack, it takes five enemies from your score every time you use it.

On the Streets

The battle against Big Al's army takes place everywhere, including a city bus. Watch your footing!

This boss hangs above you until you move in close. Attack him as soon as he drops down, and be sure to pick up his sword when he drops it.

You can keep track of your travels on the map screen, which is shown after each level.

The higher the level, the bigger and meaner the enemy. Wrestling with each new foe gets increasingly harder.

The Iceman is the only major obstacle left between you and Big Al. He attacks with super-fast spin-kicks, and hits you with knee-kicks when you get too close. Dash above or below him, then grab him when he walks toward you. It's extremely hard to beat him, but it *is* possible.

No sooner have you dealt with the Iceman than Big Al attacks! Do you have enough strength left to put an end to his tyranny once and for all?

GP

Exploring the Dark with Nightshade

NES
ULTRA

Welcome to Metro City, a.k.a. Crime Central. Once upon a time, Metro was protected by a crime-fighting ace called Vortex, a superhero supreme who kept the city clean and its citizens free of fear. But a dark super-villain crept into town. First Sutekh the Destroyer took control of Metro's crime, then he lured Vortex into an escape-proof trap. The superhero hasn't been seen since, and now Metro is uninhabitable for decent folks.

But a new breed of hero arrives in the nick of time. He's the kind of champion who can fight villains on their own turf, the kind that doesn't need a cape, the kind who hates wearing tights — enter Nightshade!

With its offbeat humor and challenging puzzles, Nightshade should have been an instant classic. Unfortunately, the game is crippled by its lack of save-game or password feature — a fatal flaw in a game of this size and complexity. If you can stand the frustration of playing it over and over again, it's a great game. But for most of us, Nightshade is a major disappointment.

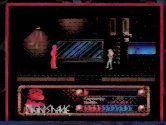
Jeff Lundrigan

Ultra, 900 Deerfield Parkway,
Buffalo Grove, IL 60089

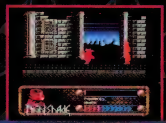
Sutekh's Evil Minions and How to Make Them Pay

Your enemies come in all shapes and forms in Nightshade, and each has a unique — and deadly — attack. Here's how to banish the bad guys.

Unreasonable Gentlemen: The first bad guy you run across is one of the unreasonable gentlemen. If you stand straight, you catch a fast bowler in the face, so duck, punch, and wait for him to come to you.



Lady Ninjas: Their main tactic is to disappear, then reappear behind you. Be ready to turn quickly and trap them against the edge of the screen, then duck and keep punching. If you're fast enough, they never get the chance to hit back.



Big Rats: These oversize rodents are easy to beat. Duck, keep punching, and watch as they walk right into your fists. When they get up they spit, so you must jump, then duck again and repeat the process.

Jackal Statues: For a bunch of ancient relics, they pack a wallop. They're only two-dimensional, which means they can't be hit when they're facing you. Jump over them, then spin around and hit them while they're turning — edge on, they're vulnerable.

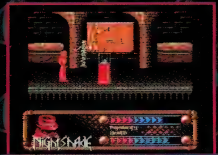
Energy Domes and How to Use Them

Sutekh draws his evil influence from four mystical items found around Metro City. You can't run away with them (that would be stealing!), but Vortex's energy domes can cover them and prevent Sutekh from using their power. And by the way, Sutekh plans to steal these items for himself, so you'd better find them before doing anything else.

The Infamous Idol of Sutekh is on display in the Metro Art Gallery. Hop on over there first.

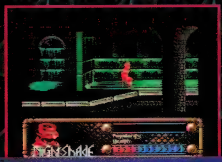
The Sacred Crown of the Pharaohs is the only item not on display somewhere in Metro City. It's hidden in a mausoleum on the east side of town — a shocking find.

Like all great literature, **the Scroll of Tanis** is hidden in a back room of the Metro Library.



The Star of Cairo is on display at the Metro Museum. But beware of long-dead mummies. Don't visit the museum until you've collected the Staff of Ra.

Where the Action Is



For a hero, you're off to a bad start. You've been captured by Sutekh and stuck in a deadly trap. Sutekh, however, has foolishly left your legs untied, and you can scoot around pretty well. You can't stop the bomb, but there's a place you can hide to shield yourself from the blast.

Beating up the evil spawn is one way to get popular, but be on the lookout for other ways to increase your favor that doesn't involve physical risk. Rescuing an old lady's cat is one possibility.

Once you're popular enough, this phone booth gives you access to Vortex's secret lab. Inside, you'll find Vortex's computerized personality, a healing booth (*very* handy), and four energy domes.

Your popularity is the key to getting inside the professor's house on the west edge of town as well. He won't let you in unless he's heard of you.

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OVER-THE-SHOULDER-FIELDING: The most realistic perspective ever!

Game players everywhere agree: Roger Clemens' MVP Baseball's over-the-shoulder perspective, close-up shots of close plays and pitching tips from "The Rocket" himself capture all the realism and excitement of live baseball! Feel the Heat!

CLOSE-UP PLAYS AT THE BASE: players control the slide and tag.

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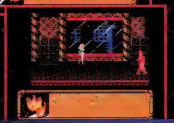
The Evil Underlings

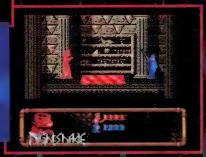
In addition to Sutekh, Metro City is plagued by four crime bosses, each of whom holds one of the scarab keys you need to get into Sutekh's lair. The first key can be found with no trouble at all.

The first scarab key is the easiest to reach. On your way out of the underground tunnel at the beginning of the game, you see this brick marked with an "X." Move the brick to reveal a secret tunnel to Nepotekh's chamber, where the scarab key is hidden.



The **Ninja Mistress** hangs out in the back of the Chopstick and Shuriken Restaurant. To get to her, you must dispense with the ninjas in the front room. Luckily, beating her isn't much more difficult than beating other ninjas, although she's a little faster than they are.

Lord Muck can be found in the Pyramid Club. Buy some nuts (a lot of nuts) from the vendor, and he shows you the back entrance. Expect some trouble defeating Muck — he's one of the toughest bosses, and his swinging cane is lethal. Jump over him (don't let him trap you in a corner) and watch for him to raise his cane. When he does, leap forward, punch him, then retreat and wait for his next move.



Big, stupid **Goliath** lives in a penthouse at the top of this tower. Wait for the elevator and ride it to the top. Deactivate the security system, then climb a maintenance ladder to the roof and unscrew the ventilator grate. You face Goliath once you're inside. Your punches can't harm the big lug, so get away from him, let him charge, then jump out of the way. When he stuns himself by slamming into the wall (we said he was stupid), duck and hit low.

The Addams Family™

Morticia has been kidnapped!

Kidnappers have hidden Morticia somewhere in the scary Addams Mansion. You and Gomez have to escape hidden traps, and battle scary ghouls and goblins on your search to find her. Collect the million dollar ransom, find Wednesday, Pugsley and the rest of the family in your attempt to rescue the beloved Morticia.

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Nintendo ENTERTAINMENT SYSTEM

SUPER NINTENDO ENTERTAINMENT SYSTEM

The name of the game

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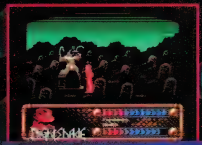
You get to **King Rat** only after a dangerous journey through the sewers. Before going underground, look for the creature with glowing eyes and feed it. It gives you a gift in return. Then look for this grate and pry it off. Use the crank you found in a puddle to open the lair. Killing King Rat is easy — duck, punch, and wait for him to come to you.



Once you have all five scarab keys, you can open the statue of Sutekh in Metro Cemetery, revealing the tunnel to Sutekh's lair.

When Things Go Wrong

Even supermeroes make mistakes. When your health reaches zero and you fall into Sutekh's clutches, he sticks you in one of his escape-proof death machines. Fortunately, the traps all have minor flaws that you can use to escape.

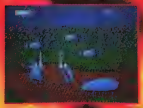
The Press. Although bound, you can still move your legs and feet. And as luck would have it, the off switch is right next to the conveyor belt. As soon as you're level with the switch, kick it.

The Moving Wall of Spikes. Two of the pipes sticking out of the wall are loose. When you've ripped them out and screwed them together, you've got a brace with which to stop the wall.

The Man-Eating Attack Dog. Scoot over and use the metal shards to free yourself and leap over the gap. When the floor is almost completely open, throw the switch, then wait until the dog is on the other side of the room before dropping down and making your escape.

The Crushing Weight. This is the only trap that requires an object to solve. Use food to lure the rat, then let him chew through your bonds.

The Escape-Proof Freeze Trap. Sorry, but this trap lives up to its name. If you're stuck in here, your days as a crime fighter are up and "game over" is the sign of the times.



"A video game to match the movie hit! ...It's almost like you're in the movie!" NINTENDO POWER, July, 1991

"You'll rob from the rich and give to the poor in this extremely detailed roleplaying adventure." GAMEPRO

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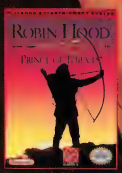
Live the Adventure! Become Robin Hood in the fantasy role-playing adventure of your life in a game that brings all the action of the block-buster movie to your very own NES™!

Lead your band of merry men through one dangerous mission after another as you search for the evil Sheriff of Nottingham through the ancient castles and treacherous forests of medieval Britain.

Show your courage and cunning as you rescue the lovely Maid Marian and free England from tyranny!

Virgin GAMES



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NEW FLIGHT SIMU

Not too long ago, if you wanted to experience the thrill of flying in the safety of your own home, it was necessary to own a personal computer. The dynamics of flight, especially those of aerial combat, were just too complicated for 8-bit games to handle. However much fun they were, games such as *Top Gun* were essentially nothing more than novelty arcade-shooters — playing them didn't give you much more than the roughest approximation of *flying*.

But that's beginning to change, largely because of the appearance of the 16-bit Sega Genesis and Super Nintendo. There are also a couple of 8-bit games that leave *Top Gun*, *Flight of the Intruder*, and the like back on the flight deck.

In the sky-diving challenge, you must master the techniques of free-fall in order to be in the right position when your chute opens.

PILOTWINGS REALLY SOARS

Pilotwings, the first flight game for the Super NES, was a runaway bestseller in Japan, and now that every editor here at Game Players has had a chance to become familiar with it, we are all in agreement (something that doesn't happen often!) that it's one of the best SNES games on the market. More than once, as we've savored the lush graphics and seductive game-play of this classic-to-be, we have wondered why, in their infinite corporate wisdom, Nintendo did not include this game with the hardware.

One of the nicest things about *Pilotwings* is its distinctive point of view, its "philosophy," if you will. Unlike other flight games on the market, the emphasis in *Pilotwings* is on the exciting mission, too — but most of *Pilotwings* focuses on the skills needed to master some difficult aerial obstacle courses, at the controls of five extremely different types of aircraft.

In *Pilotwings*, you should learn the mechanics of flight and aircraft control on the biplane. It's the easiest, and everything you learn here can help you when you tackle the more difficult aircraft.

The rocket-pack makes for a wild ride!

ULATORS

WILLIAM R. TROTTER

Dogfighting screens in *F-15* tend to be fairly crude in their approximation of the real thing.

The obstacle missions are united by a "Flight Club." As a new player, you must enroll in the club, flying numerous practice missions, then fly a qualifying mission in order to win an award certificate in that category. If you master all five categories of aircraft, you win the coveted Gold License. Throughout the game, you're given advice and criticism by several colorful instructors.

Only the chopper missions in *Pilotwings* involve combat. The rest of the game is nonviolent.

As the game manual suggests, the best place to start is with the light biplane. It's the easiest craft to control, as well as the perfect vehicle for learning the basics: take-offs, maneuvering, throttle control, and landings. What you learn from mastering the biplane carries over into the more difficult scenarios.

Other types of aircraft included in *Pilotwings* are hang-gliders, helicopters, rocket-packs, and free-fall parachutes.

If you sky-dive onto the moving target, you're rewarded with a bonus — this free-falling penquin!

Yes, parachutes! The sky-diving scenario, in fact, is one of the most challenging levels in the game. In order to qualify, you must master the techniques of free-fall, perfectly time the opening of your chute, then accurately steer your descent for about 3,000 feet until you land on a small moving target below.

Aside from its vivid graphics (complete with different camera angles and scaling that really does convey the sensation of flying through space), *Pilotwings* really excels in one special area: It does an incredible job of simulating the flight characteristics of even the most exotic hardware in the program. When you're flying the biplane, for instance, the controls exert a steady, smooth, confidence-building sense of feedback.

On the other hand, when you strap on the rocket pack, the sensation you get is like that of trying to steer a comet — dizzying, exciting, speedy, almost over the edge. The parachute scenario conveys just the opposite sensation: a slow, leisurely, descent that can fool you into thinking you're more in control than you really are.

When you finally master a level, the game rewards you not only with a flight certificate and an advance in status, but also with some clever and entertaining "bonus" rounds. Wait until you see the sky-diving penguins!

Pilotwings is really something special. It vividly showcases the power and versatility of the Super

FLYING HIGH WITH...

NEW FLIGHT SIMULATORS

NES system, it offers a series of unique challenges that most players will find irresistible, and — because its emphasis is on challenge rather than arcade shooting — it's a perfect game for the whole family.

8-BIT TAKES OFF

There has still never been a true flight simulator for an 8-bit system — the dynamics of actual flight are just too complex for a small computer to handle realistically. But two new 8-bit games come pretty close.

It's gratifying to hit a ground target in *F-15*, but it would be nice to have a more impressive explosion!

From MicroProse comes *F-15 Strike Eagle*, a conversion of one of its best-selling computer flight simulations. In terms of authenticity, *F-15* is perhaps the best 8-bit flier around: There are none of those well-armed terrorist armies (a cliche second only to the kidnapped princess). Instead, *F-15* gives you missions straight out of the headlines, in such theaters of real-life conflict as Kuwait, Libya, and Iraq.

Your mission flight plans are displayed on a realistic map, complete with appropriate symbols for SAMs (surface-to-air missiles) and other targets, and the enemy planes you engage in dogfights have the look of the real thing. Naturally, as you complete missions successfully, you advance in rank and status, perhaps earning a few medals along the way. Each subsequent mission becomes more challenging than the last.

The missions are pleasingly realistic and the graphics are good. After a few dozen missions, however, you get a certain feeling of predictability — you always go after the same kinds of targets, only you face more as the game advances. You're also rewarded each time with the same wimpy-looking explosion when you hit a target.

The dogfighting element of *F-15* is its weakest feature. There is very little sensation of real flight, and the F-15 (in reality, a nimble and responsive fighter), sometimes handles with all the grace of an 18-wheeler. When all is said and done, however, *F-15* overcomes its own weaknesses and delivers the goods about as well as any game possibly can using 8-bit technology.

Although it, too, has some weaknesses, Activision's *UAC: Ultimate Air Combat* may well be the best-looking 8-bit flight simulator

F-15's well-designed terrain maps help you locate your targets and return safely to your carrier.

on the market. Both aircraft and ground targets are crisp and detailed, and explosions and gunfire effects are exceptionally sharp.

Another strong point in this game is the realism of its dogfighting sequences. Even though the two-dimensional flatness of the 8-bit format still limits your control over the aircraft's maneuvering, *UAC* at least gives you a fair illusion of banking, rolling, and diving.

You get to choose among three

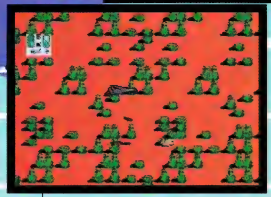
UAC lets you fly three different jets against a wide variety of land and sea targets.

NEW FLIGHT SIMULATORS

types of aircraft in this game: the Harrier, the F-14 Tomcat, and the F-18 Hornet. Each plane has different strengths and weaknesses, as well as different loads of armament, so part of your strategy consists of selecting the right mix of weapons for each mission.

You'll be flying against air, sea, and ground targets under the command of the sinister General Luigi Don Gwano, and each mission consists of a dogfight followed by a strike. When the mission goes into ground-attack mode, both your point of view and your control-movements change. Instead of the usual cockpit-gunsight viewpoint, Activision presents these scenes as exterior views that show your aircraft with a small targeting sight positioned ahead of and below your plane.

In theory, all you must do is hit the bomb-release button when the sight crosses your target. But in practice, this proves very hard to do — at least until you get used to the unusual perspective used in these sequences. Once you've successfully destroyed a target, you're rewarded with a bonus-bubble, good for extra fuel, bombs, or repairs. Unfortunately, you must claim your bonus by flying through the bubble — and this proves nearly impossible in the external views, and almost as tricky in the heads-up dogfight mode. Use your pause button often, and you *may* get a better aim on the bonus icons by inching up on them a little bit at a time.



Bombing runs are shown from this unusual perspective in *U.A.C.* It looks easy enough to hit the targets, but it's quite challenging.

There are four missions per level in *UAC*, and after you complete a level, the research department produces new armaments and defensive systems for your aircraft so that you get more powerful as the missions' level of difficulty rises. When you've used up all your aircraft, the game ends, but you do get a password at the end of every successful mission so that you don't have to start over from the very beginning.

Dogfights are more realistic, in both appearance and feel, in *UAC* than they are in *F-15*.

Between them, *Ultimate Air Combat* and *F-15 Strike Eagle* take 8-bit flight games about as far as technology allows. Although neither is a perfect game, both are substantial improvements over the rather simple-minded air combat games of the past.

GP

SUPER NES
THQ

PIT

Ty is the perfect combination of strength and speed.

Use Buzz when you're in the mood for pure power.

To be successful with Kato, you must learn his many abilities.

NO HOLDS BARRED

Patrick Baggatta

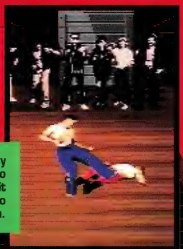
What? You say you like your street fighting down and dirty? Well, here's the game for you. *Pit Fighter* is a no-holds-barred, one-on-one brawl to the death. It first became popular in arcades, where crowds gathered to watch the digitally animated warriors. The Sega Genesis version came out a few months ago, and now Super NES players can save their quarters and play *Pit Fighter* at home, too.

Be warned, however, that this isn't a perfect translation. In fact, the home version leaves plenty of room for improvement. Probably the first place you'll notice a downgrade in quality from the original is in the graphics. You can still find digitized characters that look fairly accurate, but all the action is extremely choppy, which sometimes makes it tough to decipher. You'll also notice that there aren't any crates, knives, or other weapons lying around for you to hurl at your opponents.

One positive feature is the variety of different fighters. Your three choices range from Buzz, who has brute strength and not much else, to Kato, who has very little strength but is fast and is equipped with several moves. We found Ty — a good combination of the other two fighters — to be the most effective.

This cartwheel move allows you to breeze by your opponent in times of trouble.

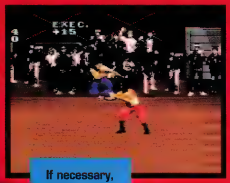
The body slam is the move you want when you're trying to put a quick hurting on your adversary.



Don't let pass any opportunity to inflict damage — it may come back to haunt you.

THQ: 5000 North Parkway Calabasas; Suite 107; Calabasas, CA 91302

FIGHTER



If necessary, plant a flying kick to the head.

You receive prize money and one special move for each victory in the ring.

The grudge matches are a perfect opportunity to pick up bonus cash.

Ty's special move is a highly effective roundhouse kick.

This is a position you'd do well to avoid.

Being on the receiving end of this kind of punch ends the match before you know it.

Be sure to keep a safe distance from this venomous crowd.

Lean back at just the right moment to avoid getting crushed.

For an extra cash bonus, kick your opponent even after you've won the match.

This flip-kick can garner you some breathing room.

That's no helping hand — Kato has killing on his mind, not friendship.

Kato's special move is a flurry of punches that leaves your opponent stunned.

Use this somersault maneuver to move closer to your opponent.

You have no trouble hoisting your opponent into the air with Buzz's brute strength.

Use Buzz's special move to loft your foe across the ring.

Ah, the mighty pile driver.

When Eddy lowers his head, make your getaway fast — or suffer the consequences.

Remember, having a friend in the ring to help you doesn't necessarily make things any easier.

Enix America, 2679 151st Pl., NE, Redmond, WA 98052

DRAGON WARRIOR III

NES
ENIX

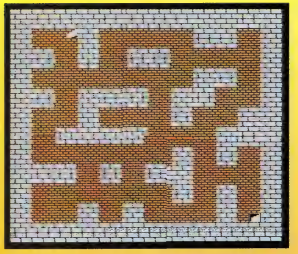
When last we left our *Dragon Warrior III* heroes (Vol. 5, No. 1), they were well into their great mission. Led by Erdrick the Great, son of the hero Ortega and father to a long line of adventurers (this game takes place *before* the first two *Dragon Warrior* games), your band has left the Overworld behind. Next, the party journeys into the World of Darkness — a subterranean land where the sun has never shined.

You don't know it yet, but the World of Darkness is none other than Alefgard, the kingdom of Erdrick the Great from *Dragon Warrior I* and *II*. Since the sun definitely *did* shine on Alefgard then, it must be up to you to bring light to this desolate land. The only way to do that, however, is to defeat the evil Archfiend Zoma.

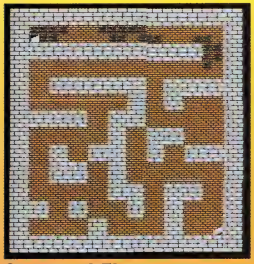
Jeff Lundrigan

CAVE SOUTHEAST OF GARINHAM

This cave may look tiny, but it's home to the Shield of Heroes — and it's yet another location where magic doesn't work. Without attack and healing spells, this cave is much more difficult to complete than it first appears.



First Floor



Second Floor

Third Floor

Something very large and very powerful must have caused that monstrous crack in the floor. For a strange thrill, try hopping into it.

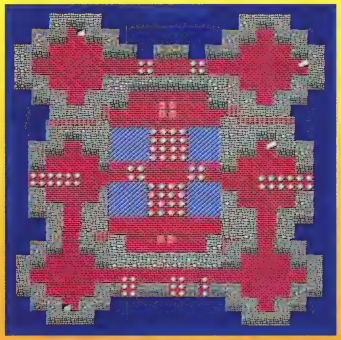
TOWER WEST OF KOL

Your quest to defeat the Archfiend Zoma is nearing its end. With the Stones of Sunlight and the Staff of Rain in your possession, you need only the Sacred Amulet to form the Rainbow Bridge and cross to Zoma's island.

Many years ago, the spirit of Rubiss was imprisoned by Zoma, turned to stone, and locked within a nameless tower. Tall and forbidding, the tower stands on a dark island west of Kol, an impregnable fortress that has claimed the of many brave adventurers.

First Floor

If you can't find a way through to the northern section of the building, don't despair — there isn't one on this floor. Talk to the old man outside the western door, check out the chests, then continue.

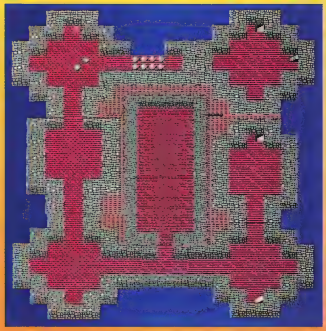


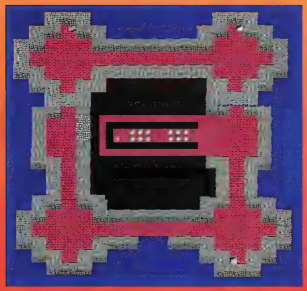
Second Floor

This is the first time you encounter these diamond-shaped rotating platforms, but it's not the last. When you walk onto a platform, it spins 90° right or left. A good rule is to step onto a platform, then push the control pad *away* from any nearby traps or holes to see which way you move.

Third Floor

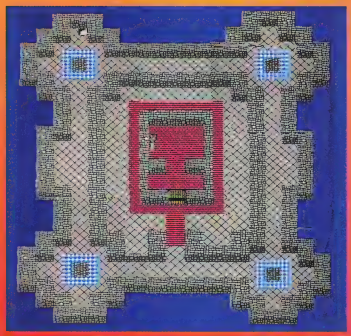
You have a choice on the third floor: You can continue up to the fourth floor and get the Armor of Radiance, or fall through the gap in the north wall and start all over again at the bottom. Get the armor, then come back.





Fourth Floor

The Armor of Radiance is in the heart of the tower, inside the only chest on this floor. Take your time getting across on the rotating platforms — if you fall, you have a long walk ahead of you.



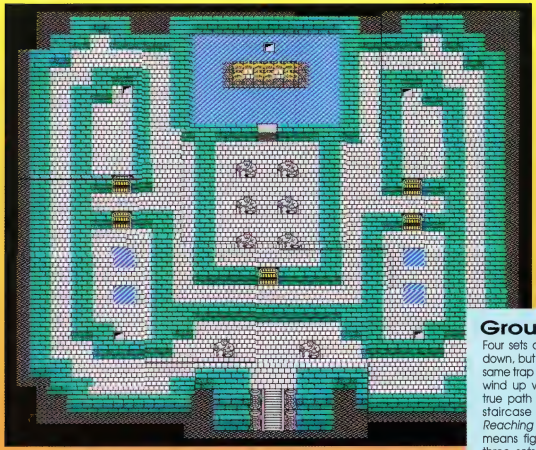
Fifth Floor

You finally find the lifeless statue of Rubiss here on the top floor. Once you've brought her back to life by playing the flute, she rewards your courage with the Sacred Amulet.

ZOMA'S CASTLE

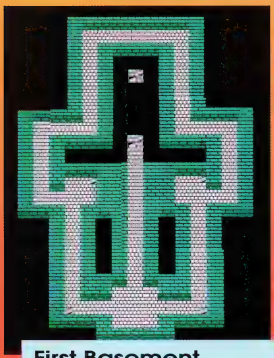
If you thought you had a tough time getting here, you ain't seen nothin' yet. Zoma's castle is easily the most deadly place in the World of Darkness — which isn't surprising when you consider who lives there.

Five basements lie beneath the castle, each leading deeper into the earth ... and closer to the evil Zoma.



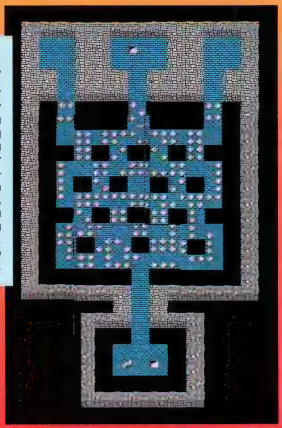
Ground Floor

Four sets of stairs seem to lead down, but they're all part of the same trap — if you take one, you wind up walking in circles. The true path is hidden in a secret staircase behind the throne. *Reaching* the throne, however, means fighting your way past three sets of stone guardians. Don't say you haven't been warned!



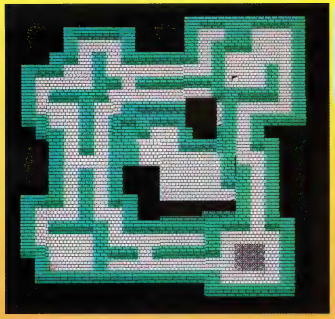
Second Basement

Just when you thought your day couldn't get any worse, you've reached a whole floor of rotating platforms. If you fall, you land back in the center room of the floor below — it's not a big deal, but then you must start back over, lose time, and fight extra monsters. Take it slow so you can get it right the *first* time. The stairs are in the middle of the three northern rooms.



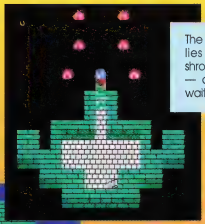
First Basement

If you've listened to advice, you know that the only place you need to visit on this floor is the single square surrounded by darkness. The rest of the floor is a just one big deception — the stairs at the north end of the central hallway loop back on themselves and get you no-where fast.

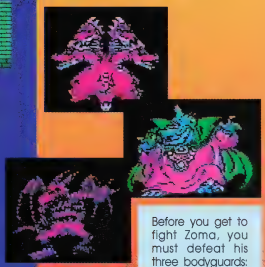


Third Basement

The bad news is that there's only one way through this floor: the long way. The good news is that the Multi-Edge Sword is found in the chest in the southwest room. It's not much of a trade-off, but you take what you can get.



The Archfiend Zoma lies in a room shrouded in darkness — and he doesn't wait alone.



Before you get to fight Zoma, you must defeat his three bodyguards: the King Hydra (whom you've seen before), Baramos Bomus, and Baramos Gonus.

Fourth Basement

The fourth floor holds more than a few surprises — and it's another place where you must take the long path. The chests off the north hallway contain two mimics (in the chests to the far right and far left) and some other much-needed items.

A word about Zoma: Use the Sphere of Light on him first to drop his hit points by half and make him easier to hit. Also, Zoma is com-pletely immune to magic, but healing spells actually hurt him!

GP

METROID

SAMUS VS. THE ALIENS

GAME BOY
NINTENDO OF AMERICA

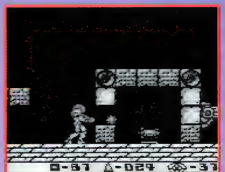
As a member of the Galactic Federation Police Department, Samus must do her part to uphold galactic order. So when those destructive Metroids run amok again on planet SR388, she returns to the scene.

Metroid 2: The Return of Samus is a game that involves vast amounts of exploring, as you uncover secret passages and hunt down space mutants. The caverns extend in all directions, and you must clear each path of Metroid beasts before your mission is complete.

Of course, there are plenty of lesser creatures that also stand in your way. Pin your hopes for survival on the special weapons and tools hidden throughout the planet — find them, and you might just live long enough to destroy another Metroid or two.

Those of you familiar with the NES *Metroid* will find that the Game Boy sequel looks and plays much like it. Certainly you'll recognize the heroine, the weapons, and, of course, the Metroids. It's an involved mission, but it is possible for Game Boy mutant-killers to save games periodically.

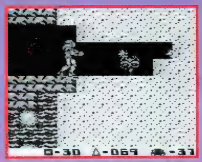
Patrick Baggatta



Work your way into these fortresses and retrieve the supplies behind locks!

This pedestal marks the spot where you can save your game.

You can sometimes open a doorway by setting bombs next to weak spots in the wall.

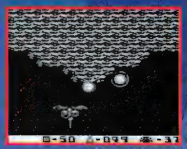


The sand makes a nice camouflage for space mutants, so watch your step.

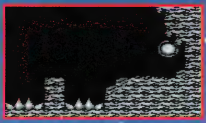
Nintendo of America, 4820 150th Avenue NE, P.O. Box 957, Redmond, WA 98052

When you see one of these empty pods, you know there's a Metroid close by.

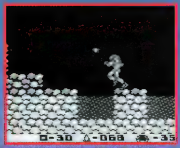
The Metroids can be killed only by missiles.



This life-refilling ball is guarded by a treacherous Gullugg. But if you're quick, you can empty its contents and be on your way without taking any damage.



After you acquire the spider ball, you're able to get to higher ground by rolling along the walls and ceiling.



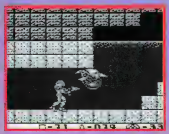
Sometimes when you destroy a creature, it leaves behind a small fraction of life in the form of a pellet.

Occasionally you can roll into secret places in the walls. You can rebuild your supplies inside this secret passage.

This spaceship belongs to the federation. You can replenish your life here as many times as you need.

This creature shoots out pesky little beasts. Get by it quickly.

Some spots in the floor are weak and can be blown away with a bomb.



Samus can only tolerate certain kinds of liquids — quickly learn the differences among them.

These special doors can be blown open with a couple of missiles.

Check statues like this one, located throughout the caverns, for useful tools you'll need for your quest.

Prehistoric Rescues with JOE & MAC

SUPER NES
DATA EAST

Vince Mattews

Joe and Mac lived peaceful cavemen lives until the Neanderthals came to town — there went the neighborhood! Although they were smelly, (they haven't discovered soap), crass bullies, the worst thing the Neanderthals did was run all the cave*women* out of the area.

Now Joe and Mac must venture into the wild to rescue the village cuties from the jaws of death. Throughout the mission, Neanderthals try to stop them, and hungry dinosaurs try to turn them into McCavemen-burgers.

In the one-player *Joe & Mac*, Joe takes on the rescue mission alone. In the two-player game, Joe and Mac compete against each other for the females' affections. There's also, however, a two-player "super game" in which Joe and Mac cooperate to fight enemies and rescue cave-babes.

Red dots indicate the battle areas at the end of each stage — bosses await!

Blue dots show areas that usually contain power-ups and life-replenishing cave grub. Some of these bonus areas require keys.

The white areas show marker statues — places where your game is saved.

The red egg is your ticket to a bonus stage, but don't crack it until you've killed all the enemies on-screen. The Pterodactyl released from the egg takes you to a bonus area where you can obtain a key. Use the key to unlock the bonus gate.

Data East; 1850 Little Orchard Street; San Jose, CA 95125

THE BONE

The bone isn't a very good weapon, but in a pinch it's better than your average club.

THE BOOMERANG

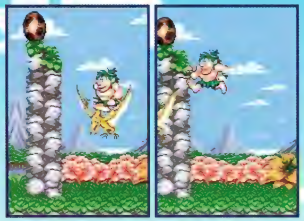
Not only does the boomerang clean house when you throw it, but it also mops up as it comes back to you. It's an excellent weapon — especially at the beginning of the game.

FIRE

Fire is the best weapon in the game, usually destroying enemies with one blow.

THE STONE WHEEL

The stone wheel rolls ahead of you to flatten any enemies that might get in your way. It's great against bosses.



If you can't reach an item, piggyback on a pterodactyl or Neanderthal.

Advance slowly through the Flatland of area 1 and collect all the weapons. There's also a red egg in this stage.

To defeat T-Rex, stand just at the edge and use any weapon you have. If he charges, jump back, then return to the same point.

In area 2, time your leaps accurately and carefully — and watch out for the jumping fish! You can't afford to lose a single life.

Let the man-eating plant strike you once, then — while you're flashing — get behind him and hit him from the back. Nothing can harm you there.

Work your way quickly up the area 3 tree, and don't waste time trying to kill the bees or Neanderthals.

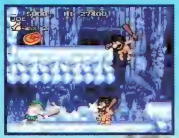
Use boomerangs against the pterodactyl. Avoid any eggs or hatchlings she drops.

Stay on the left in area 4 and keep throwing boomerangs. Watch out for those flying fish, but search for a red egg, too.

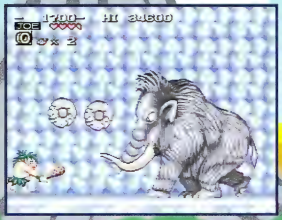
To defeat these icthyosauruses, squat in the center of the screen and use boomerangs.

To dodge the falling rocks in stage 5, zig-zag from left to right.

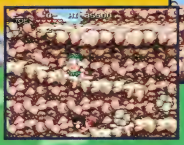
Most of the bosses have very simple patterns and are easy to defeat once you've learned it. Hit this Loch Ness lookalike in the head, then prepare to jump if he charges. Fire is your best weapon here.



Remember that there's no time limit, so advance slowly in the stage 6 Ice Caves and let the enemies come to you. Keep an eye out for weapons and food.



Stay on the far left and use any weapon against the Wooly Mammoth. Continue your attack even while you destroy the rocks he throws.



Watch out for any Neanderthals rolling down the cliff in stage 7, and jump or destroy any rocks.

Attack this pterodactyl just as you did the earlier bird in the tree. But beware — he has a special attack!

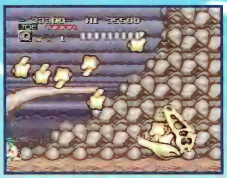
In the Volcano Mountain (stage 8), use the wheel to run interference for you.

T-Rex is back and ready to kill! This time, attack him from the underside and avoid any Neanderthals he might spit out.

Use the wheel again in area 9 to clear the path of enemies.

You can hurt this dino only when he comes out of his protective ball. Stay away from the screen's center when he jumps out of sight.

Move quickly through the dinosaur graveyard (area 10) or you may become its next resident.



The only safe spot to fight this boss is in the left corner. When he breaks apart, squat there and prepare to attack.

The most difficult section of area 11 is getting over the tar pits in the center of the mountain. Don't kill the pterodactyls — they help you cross the pits.

The last T-Rex you meet is the game's trickiest. Move quickly to the bottom right corner and strike him in the back of the jaw. Duck into the corner whenever he lowers his head.

Great job! You've saved all the women — or have you?

The final stage takes you into the belly of the last boss. All your caveman skills come into play here.

William R. Trotter

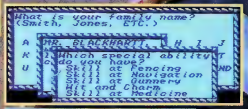
Aye, mates! MicroProse's PC version of *Pirates!* was an award-winning bestseller, and Ultra's translation retains all the charm and high-spirited adventure that made the original so popular.

Mixing a potent grog of role playing and strategy, *Pirates!* takes you back to the days of the Spanish Main, from 1560 to 1680. You're a penniless young adventurer just setting out to make a fortune in the West Indies. You can sail from port to port (including Belize, Martinique, Port Royal, and St. Augustine); recruit a crew of cut-throats to man your ship; duck out the local tavern for news; visit the local governor to learn of special missions, or to be granted permission to prey on a rival country's ships.

You may choose to be a French, English, or Dutch free-booter, or a Spanish renegade who attacks everyone's ships with equal gusto. Begin with a smaller ship — probably a sloop — and learn to master both navigation and gunnery. The game gives you a chance to request extra ability in one type of skill, and we recommend you choose fencing because you'll do a lot of dueling. A skilled swordsman can sometimes win a victory even if his crew is outnumbered.

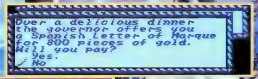
At last, you must decide whether to risk everything by boarding the enemy and fighting it out on deck, or whether to

Beginners should choose "No, thanks" and "English Adventurer" from the list of starting options — you get a few basic breaks if you do.

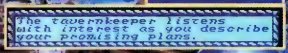


Until you're an experienced player, select extra skill at fencing — you can sometimes fence your way out of a tight spot even if you're outgunned and outnumbered.

In fact, you need your fencing skills right away in order to prove your leadership potential to your new crew.



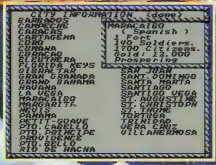
First stop: the Governor's palace, where you're briefed on the current political situation in the Caribbean.



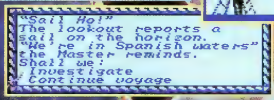
Next, visit the tavern, where you can sometimes pick up interesting (and profitable) bits of gossip...

...and where you're able to recruit a crew of rogues, cut-throats, and scurvy knaves — just the sort of men you're looking for!

Ultra; 900 Deerfield Parkway; Buffalo Grove, IL 60089-4510

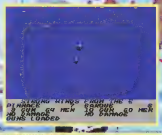


While in port, you can access a submenu listing all the harbors you can visit, who controls them, how well guarded they are, and what prospects they offer in the way of plunder.



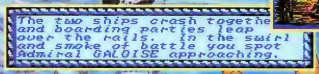
When a ship is spotted, be sure to find out how powerful it is and what flag it flies before you charge in with all guns blazing.

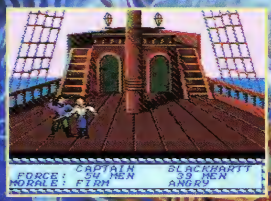
You can gauge wind speed and direction by observing the clouds. Sailing into the wind is possible, but it makes for slow going unless you're in a light vessel that "tacks" well into a breeze.



Ship-to-ship duels usually begin at close range. Since you may not have another chance to get this close, if you want to try a boarding attack, now is the time to do it.

Sometimes a bold boarding attack can overwhelm a larger, better-armed ship — another good reason to develop fencing skill.


The two ships crash together
and boarding parties leap
over the rails, in the swirl
and smoke of battle you spot
Admiral GALOISE approaching.



There's a running tally at the bottom of the screen listing the casualties and morale for each side. In this case, Blackhartt seems to have bitten off more than he can chew.

SAIL THE SEVEN SEAS WITH Pirates!

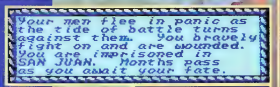
pound the enemy into submission with cannon fire and perhaps sink a valuable prize.

You also have the opportunity to attack enemy towns by land or sea. Don't try a seaborne attack unless you command plenty of cannons. If you try it with undergunned vessels, you quickly learn the truth behind Admiral Nelson's maxim: "A ship's a fool to fight a fort." You'll probably have better luck if you try an overland attack, taking the town's defenses from the rear.

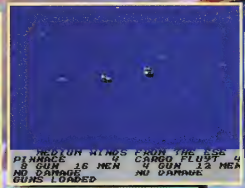
As the game progresses, undertake quests to rescue family members, or piece together treasure maps that lead to fabulous (and well-guarded!) hordes of riches. In some scenarios, you even replay one of the great pirate battles of all time — the 1573 ambush of the entire Spanish Silver Train by Sir Francis Drake.

Pirates! plays smoothly and has terrific graphics. There are plenty of good strategy role-playing games on the market, but this one has a unique flavor, as well as a swashbuckling energy, that makes it a standout. It's also one of those Nintendo games that should appeal to adults as well as kids — to anyone, that is, who has a taste for high adventure on the roaming seas.

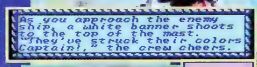
GP


Your men flee in panic as the tide of battle turns against them. You bravely fight on and are wounded.
You are imprisoned in SAN JUAN. Months pass as you await your fate.

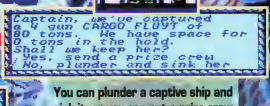
But there's one nice thing about *Pirates!*: Failure doesn't mean your career (and the game) is over. It does, however, mean you spend several months of game time in the brig.



The number by the ships' names shows the vessels' relative speeds. Maneuver your ship to take advantage of the wind, and you gain a major advantage over the opponent.


As you approach the enemy ship, a white banner shoots to the top of the mast.
They've struck their colors Captain! the crew cheers.

Sometimes a few well-placed broadsides causes a ship to strike its colors without prolonged resistance.


Captain, we've captured a gun CARGO FLUYT of 80 tons. We have space for 0 tons in the hold.
Shall we keep her?
Yes, send a prize crew
No, plunder and sink her

You have arrived at the lovely sea-side port of SANTO DOMINGO. 3 forts guard the entrance.
The Spanish flag flies over the town.
Will you:
Sail into harbor
Attack town
Sneak into town
Leave town

You can plunder a captive ship and sink it, or you can put a prize crew aboard, sail it into port, and unload it for a big profit. If it's a better ship, however, you may want to make it your own flagship.

While you can sail openly into a friendly port, you need more devious ways to go into a hostile harbor. It works only half the time, but you can try to sneak in, or you can just attack — although this isn't a good idea if the place is strongly fortified.

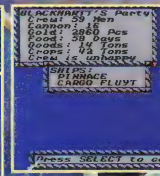
The once proud town of PORT-au-PRINCE is at your mercy as the remainder of the garrison flees.
Your crew begins to round up gold and valuables.

If you succeed in a land-based attack, you end up dueling the captain of the guard. Even if your men start to waver, a brave display of swordsmanship can still turn the tide in your favor.

Plundering a prosperous town is one sure way to advance your own status — and to keep your sea-dogs content.

BLACKHART'S MERCHANT PRICE
GOLD 2660
FOOD 13 Ts 0 Ts 20 Pcs
GOODS 14 Ts 0 Ts 20 Pcs
CROPS 42 Ts 0 Ts 10 Pcs
CANNON 16 0 30 Pcs
SPACE IN HOLD: 29 TONS

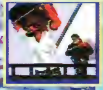
You can unload your ill-gotten cargo — along with any ships you've captured — in the local merchant's shop.



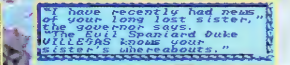
From time to time, check your Party Status rating. If the crew is "angry" for more than a few turns, you're headed toward mutiny. Lots of loot and plenty of action keeps them "happy."

If you can afford it, buy scraps of every treasure map you're offered. When you piece the scraps together, you may stand to make a fortune — and that's why you're a pirate, right?

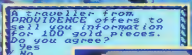
"I have information which may be of value to you," Governor Cortez says.
"I will be quite happy to transmit it to you for the freedom of you or one of your officers. What measure of gain do you hold for ransom?"



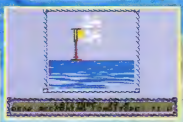
Sometimes a captured officer tries to trade his freedom for valuable information. If you're not interested, you can try holding him for ransom — but captives held too long have a tendency to escape.


"I have recently had news of your long lost sister," the governor says. "The Evil Spaniard Duke will ONLY know your sister's whereabouts."

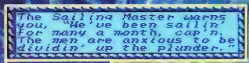
A friendly governor occasionally sends you on a special mission or provides information about a lost relative. Your prestige is greatly enhanced if you fulfill a task or perform a rescue.

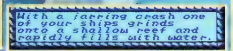


Travelers in taverns may offer to swap gold for information. Sometimes, alas, it's the same information you could get for free by checking with the Cities screen.



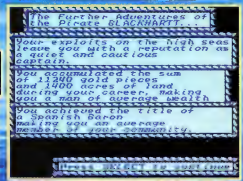
If you're lost at sea, you can always stop and take a sextant reading. For the most accurate reading, wait until the sun reaches its highest point.





When faced with a choice between dividing the loot and facing a mutiny, consider divvying the loot. There's always the chance to refit your ship and try again (as well as to keep a goodly share of the wealth), whereas if you die in a mutiny, you have nothing to show for your swashbuckling.

Be careful taking a big ship near shallow water, or your career could end suddenly and ingloriously!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Your exploits on the high seas leave you with a reputation as a quiet and cautious captain.
You accumulated the sum of 11000 gold pieces
You owned 3 ships and during your career, making a man of average wealth
You achieved the title of a Spanish Baron
Making you an average member of your community
Press SELECT to continue

When you decide to retire, the game sums up your career and outlines your future — in this case, a comfortable, but hardly lavish, middle-class lifestyle. Maybe you shouldn't fold your Jolly Roger just yet.

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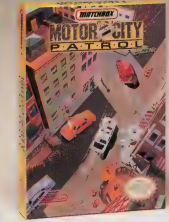

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REVIEW

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Double Dribble 5 on 5

Chris Slate

Those of you who played Nintendo during its early years probably remember *Double Dribble*. Back when it was released in September 1987, it was the first basketball game for the NES, and players who still consider it the best wonder why there was never a *Double Dribble* 2. There's finally a sequel to this simulation — only this time around it's on Game Boy.

The Game Boy version faithfully translates most of the features that made the NES *Double Dribble* popular, but *5 on 5* suffers the usual Game Boy limitations — the players move slower and the graphics leave a "ghosting" trail behind them. Because of this, battling for the ball in a crowd of players can be very difficult.

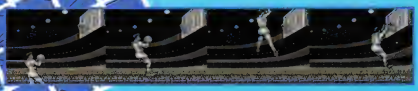
In short, *Double Dribble 5 on 5* is a good game that's constantly being held back by its machine. Even after you get used to the slow action and "trail-blazing" players, the action never heats up as much as it did on the NES.

GP

Free throws are handled a bit differently this time around — they're a little easier as well.

You can select a team from one of eight cities. Although they're not real NBA teams, each has its own strengths and weaknesses.

If you can't break the opposition's inside defense, pop back out to three-point land. Hit the B button and release the ball just as you reach the peak of your jump.



Just like in the first *Double Dribble*, *5 on 5* uses huge cinema displays to highlight slam dunks.

AVERAGE 5

SUPER Hunchback™

Ever Have A Hunch You Could Be A Hero?

Exquisite Esmeralda has been taken captive by the hideous Halfenpounder. You --Super Hunchback-- will have to risk his trap-infested castle to rescue her from the highest bell tower!

The name of the game

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NES
JALECO

Jaleco; 310 Era Drive; Northbrook, IL 60062

Cyberball

Stephen Poole

In the advanced game, you get to choose the team that best suits your style of play.

In rookie mode, you have only four offensive plays (and four defensive formations) from which to choose.

Fail in your conversion attempt after a touchdown, and a spaceship flies onto the field to incinerate the offensive player closest to the ball.

The idea behind *Cyberball* is exciting: In the 21st century, pro football players have been replaced by robots. There are no penalties in this futuristic gridiron battle — except that the ball explodes if the offense doesn't score within a limited number of plays. And if an offensive player is too close to the ball when it detonates, he's destroyed in the blast.

It's a great concept, but after a few games against either the computer or a friend, you'll probably be ready to hit the showers. It's a shame that *Cyberball* doesn't live up to its potential because all that's needed to make it fast and furious are a few graphic enhancements and rule changes.

The ho-hum graphics are one reason *Cyberball* fails to draw you into the action. The players are small and move quickly, making it difficult to tell what's happening on the field. Trying to thread a running back through a hole in the line is nearly impossible, and that really limits your play selection.

Cyberball's main flaws are in game play. You can't punt, so there's no way to give yourself breathing room on defense. The quarterbacks are *very* slow, ruling out a QB sneak or bootleg. Change your mind after picking a play, and you discover there's no way to back up and make another selection. And if your good defensive play results in the destruction of a member of the opposing team, the backup player is just as good as the starter — the exploding ball is more for show than anything else. And that leaves you with a unique but dissatisfying version of football.

GP

Don't panic when a receiver or running back is destroyed by the exploding pigskin — they're automatically replaced by a new robot.

Lose your quarterback, though, and you end up spending lots of money for an inferior substitute.

Too bad you don't get a chance to control any robots during the halftime show — it looks like more fun than the game!

Stay in the end zone for a few seconds after receiving a kickoff in order to spot an opening in the defensive coverage.

BELOW AVERAGE

4

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Trash all those other basketball cartridges! ULTIMATE BASKETBALL™ captures all the thrills and intensity of a real full-court basketball game. You are in command; leading the court, making the plays, and scoring the points.
Want close ups? Go for the slam or a 3-pointer and let the full-screen animation blow you away!
When your men start to drag, you can substitute some fresh blood.
It's all jam packed into one NES cartridge, pro-basketball at your fingertips!

Zoom into the action

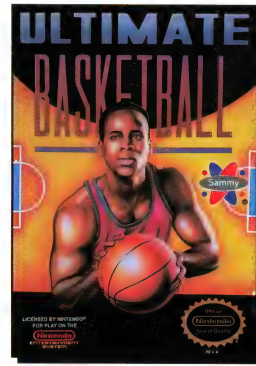
Be a part of the action–not just a spectator

See your shots–up close and personal

You control full court movement

Pick your starting line-up

Team up with a friend against the computer



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REVIEW

GAME BOY
HUDSON SOFT

Hudson Soft; 400 Oyster Point Blvd.; Suite 515; South San Francisco, CA 94080

Adventure Island

William R. Trotter

Jump-happy Master Higgins is *still* on that tropical island, but in his first Game Boy adventure, he's forsaken Princess Leilani for Princess Tina, who's hidden somewhere on a chain of eight islands that are guarded by nine monsters.

But as in his two NES games and his new Super Nintendo adventure, Master Higgins must eat fruit, kill monsters, and keep an eye on his energy meter. He must also watch out for that deadly eggplant — one bite of that nasty vegetable drains all his energy.

Another familiar sight in Master Higgins' paradise is the number of eggs scattered throughout the landscape. The eggs contain items ranging from milk bottles for energy, axes and other weapons, skateboards for quick transportation, or keys to bonus rooms. While jumping on the eggs to find out what's inside, Master Higgins must be careful to look for the "Hudson bee"; find the bug and you get extra items when you use the continue feature.

You can keep the dinosaurs as you advance from level to level — even if you lose track of one, it shows up on your inventory.

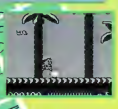
You should also try to uncover invisible eggs. Keep throwing your weapon into thin air and watch for it to disappear or "clunk" on some hidden object. Other eggs are carried by birds and can be located only if you shoot the birds first. But while you can shoot birds, don't blow away one of Master Higgins four types of dinosaur friends. Each has differing powers and abilities that help the young tyke on his rescue mission.

Adventure Island is full of action, but it's not difficult enough to frustrate young or novice players, and its graphics are clever and easy to see. Although experienced gamers will probably zip right through it, parents looking for a good introductory game will find that *Adventure Island* fills the bill nicely.

You get to pick a bonus egg worth extra points each time you complete a section of an island.

Any item you don't want to carry can be kept in storage eggs that appear on the inventory screen.

Master Higgins must explore all eight islands looking for kidnapped Princess Tina.



Jump on the eggs to grab the items inside.

Use the skateboard on level ground — not only is it fast, but it also lets you take an extra hit without damage.

GP

Hot-B; 1255 Post Street; Suite 1040; San Francisco CA 94109

NES
HOT-B

REVIEW

The Blue Marlin

Matthew A. Firme

You won't soon forget your first marlin. Considered by sport-fishing fans as the King of Fish, this monster can weigh as much as 1,000 pounds — every bit of it muscle. When you hook a marlin, you're in for a real fight.

As challenging and romantic as sports fishing can be, though, it seems an odd subject for a videogame. Odder still is the fact that Hot-B's *The Blue Marlin* really works. The premise may seem a little weird at first, but once you start playing you're hooked. Pun intended.

Like Hot-B's earlier *The Black Bass*, *The Blue Marlin* casts you in the role of contestant in a sport-fishing contest held in balmy locales such as Florida and Hawaii. Your goal is to bag the biggest marlin of the day. But before you have the strength to survive a fight with the King, you must try for the smaller fish, like barracudas and dorados.

Don't expect the marlin — or any other fish — simply to hop into your boat. You must learn which lures to use for which fish, as well as how deep to trawl your line. Learn to move your boat in close enough to a school to get a bite, but not so close that you scare the fish. And when you're ready to try for the marlin, you must study his habits and decide where you think he'll be. Most of the time, you never see the marlin until he takes the bait.

No, there aren't ninjas or bosses or power-ups in *The Blue Marlin*. But it's one of the most original and enjoyable games around. Don't let the unusual theme keep you from trying this terrific cart.

Your fish are weighed at the end of the day. This one's too small to be a winner.

Among the fish you encounter is the white shark. Some weigh over half a ton, and they put up a pretty good fight.

Watch the hook in the fish's mouth! A loose hook can pull free if you try to reel too fast.

The beautiful waters of Hawaii are teeming with marlin — *big* marlin. You're in for a real fight here.

When you do hook a marlin, be ready for anything. This fish leaps out of the water trying to get away, and it may even try to cut the line on your boat's propeller.

GP

The battle is won, and this Blue should be big enough to take 1st place.

If you want to catch marlin, you've got to know where to look. Follow carefully behind schools of fish, whales — even seagulls!

VERY GOOD

7

NES
AMERICAN
SOFTWORKS

Treasure Master

Jonathan Gagnon

Could you use $5,000? That's the amount American Softworks is giving away to the two top *Treasure Masters* players.

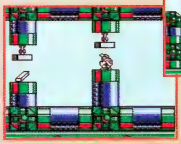
In five levels of top-notch action, *Treasure Master* takes an average teenager named Skooter to the ocean, to the forest, to the moon, and to the inner workings of a Nintendo system. Skooter wants to become rich, so he collects treasures from each level. And *you* can become rich, too. On April 11, a special password to a secret sixth level was revealed by the game company. The first players to finish that level are finalists for the cash.

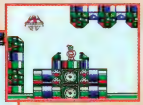
But even if you don't win the moolah, you'll enjoy *Treasure Master*. We give it a big "thumbs up" on graphics and animation. And the obstacles Skooter faces aren't too difficult to figure out — although it takes a lot of practice to get through all five levels. A good game with a unique premise and a great gimmick, *Treasure Master* lets players pit their gaming skills against one other on a nationwide basis.

GP

Put the remote control unit on this "?" to activate the magnet, then watch the magnet pull the submarine out of the water.

Blast off to world 2 by boarding this U.S. spacecraft at the end of the first world.

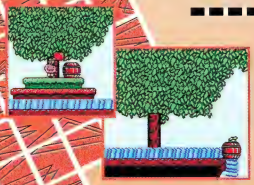




When you have all three parts you need, throw them into the machine.

To get by the pile-driving hydraulic press, stand on the edge, then duck under it when the press goes up.

Look everywhere in world 4 (Fantasy Forest) for doorways hidden behind mushrooms. The door behind this mushroom leads to the construction potion.



Everyone knows you need a barrel to go over a waterfall. Use the magic apple to knock the barrel into the water, and use the bomb here to get access to the magnet's remote control unit.

American Softworks; 228 East 45th Street; New York, NY 10017

LJN (a division of Acclaim); 1 Spring Street; Oyster Bay, NY 11771

SUPER NES
LJN

REVIEW

WWF Super Wrestlemania

Chris Slate

Wrestling fans, get ready to rumble! In *WWF Super Wrestlemania*, a souped-up version of the wildly popular *WWF* games for the NES and Game Boy, you can chose from ten of your favorite superstars and hit the mat with awesome digitized graphics and excellent sound effects.

WWF is a good game, but it's not without its problems. First of all, you can't join a tournament for the championship belt in any of the three game modes: singles competition, tag-team, or the survivor series. Fighting single matches over and over can get boring, and a tournament option would have kept the action fresh. Also, the players all have the exact same moves — they don't even have the special attacks that made them famous, such as Jake "the Snake" Robert's "DDT," or the Earthquake's "Earthquake." Without those, the only difference among the characters is what they look like.

All in all, *WWF* is a solid wrestling game that could have been one of the best ever if not for some substantial drawbacks. You'll have the most fun playing against a friend — re-creating those famous WWF rivalries definitely makes you anxious to fight just one more match.

GP

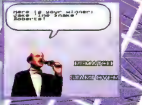
WWF uses tons of colorful digitized pictures, giving it some of the best graphics around!

You can chose your character from ten of the most popular wrestlers in the WWF, including favorites such as Hulk Hogan and The Legion of Doom.

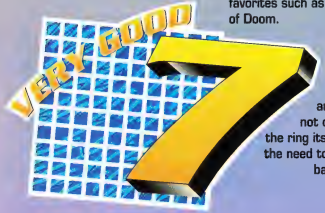
You fight in a huge area — not only is the ring itself large, but when you feel the need to expand, you can take your battle outside the ropes, too.

The drop-kick is one of the best moves in *WWF*, but it's also one of the hardest to pull off.

In real WWF competition, throwing your opponent over the top rope automatically disqualifies you. But there aren't any rules in the videogame, so toss him to the floor and hit him hard!



Once the winner has been announced, you can start a new match or head back into the ring for another round with your previous opponent.



SUPER NES
MINDSCAPE

Paperboy 2

William R. Trotter

Earn big points by committing acts of vandalism, such as knocking that car on top of the guy who's fixing it.

The old couple on the porch swing makes a great target, too.

Escape the jaws of Fido by speeding up that dirt ramp and jumping over the fence.

Watch out for the tentacles of the sewer monster — it strikes at ran-dom from any storm drain you pass.

Didn't your mother tell you to look *both* ways before crossing the street?

This sequel has some really imagin-ative touches — this castle, for instance, complete with cannons that fire at you when you ride by.

***P**aperboy* is unique because it's one of the few arcade games that doesn't rely on sword-slashing ninjas, karate-kicking street punks, or Rambo-clones who lightly run and leap despite carrying a ton of weaponry. The Paperboy games simply take a zany, Mad magazine-style look at an ordinary adolescent experience — the suburban paper route.

Although most people who pick up this new Super NES *Paperboy 2* are probably fans of the arcade, NES, or Game Boy versions, here's a synopsis for the uninformed: As the neighborhood paperboy or paper-girl, you must deliver papers to the subscribers on your route while avoiding all kinds of dangers and obstacles ranging from fire hydrants to runaway baby carriages.

Since your newspaper is aggressive in its sales policy, you get extra points for smashing the windows of nonsubscribers, as well as for whacking the garbage collector with a rolled-up paper. When you clear your route, you might get fired, but you might get a promotion and the chance to earn extra points on the BMX fantasy-land training course.

Mindscape has done a terrific job of expanding and improving the original 8-bit game. Your bike steers beautifully, and the graphics are detailed. There's a lot more imagination in the design of your paper route, too. For example, you ride past castles with moats, haunted houses, zombies, sewer monsters, and burglars along your route. You avoid some obstacles and interact with others, doing good deeds or vandalizing property.

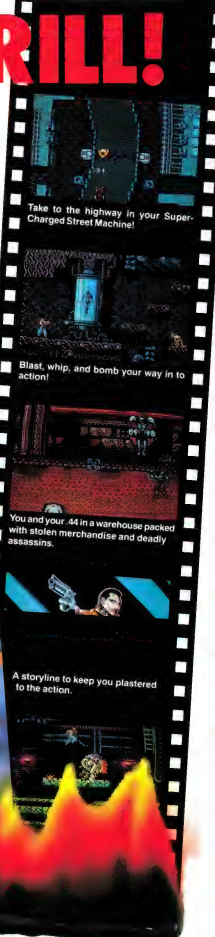
Best of all, *Paperboy 2* steps on the feet of good taste by conjuring up a deranged view of suburbia (not unlike "The Simpsons") that should appeal to many adolescents — and to many adults who remember what it was like to be a kid.

These paper routes go through some far-out neighborhoods. Be prepared to deal with zombies and sewer monsters in addition to the usual dog or fire hydrant.

GP

Mindscape (a division of The Software Toolworks); 60 Leveroni Court; Novato, CA 94949

SHOOT TO THRILL!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REVIEW

NES
NINTENDO
OF AMERICA

Nintendo of America; P.O. Box 957; Redmond WA 98073

NES Open Tournament Golf

Matthew A. Firme

You can compete in match play against five computer opponents. For a real challenge, try a few holes against Billy.

The toughest part of the game is learning to get your swing just right. Fortunately, there's a practice mode!

The tournaments can be tough! Whether you play courses in the U.S., Japan, or the U.K., you're competing against some veteran players.

Don't pack away your 8-bit NES yet — especially if you're a golf fan! *NES Open Tournament Golf* is proof positive that the 8-bit machine's still got plenty of potential. *NES Open* is as good as many of the Super NES golf simulations on the market ... and it's better than some.

What's so impressive about *NES Open*? For one thing, it's got more features than a Sunday paper. Anything you might do on a real golf course, from hooking a drive to using backspin on a chip shot, you can do in this game. And the graphics — complete with Mario, Luigi, and Princess Toadstool — are terrific. You get a close-up view as your ball approaches the cup, and even the overhead views are crisp and detailed.

But the designers didn't scrimp on game play when they packed all those extras into the cart. *NES Open* uses a standard power bar to control swing and hook or slice, and you can fine-tune your swing for power and accuracy by selecting a slow, medium, or fast swing. A fast swing gives you more distance on a shot, while a slow swing gives you the time to position your approach to the green.

As though a good-looking, solid game weren't enough, *NES Open* lets you play in tournaments (either stroke or match play) or against a friend. And the cartridge's battery back-up even saves stats and full replays of your best holes! *NES Open* is a lot of game for the money.

GP

The overhead view is full of information. Pay special attention to that wind, and adjust your aim to compensate.

And you thought 8-bit was washed up? Take a look at this close-up view!

You can replay your best holes whenever you want by visiting the Hall of Fame.

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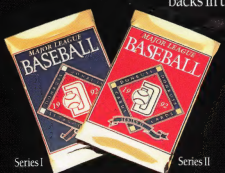

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